

3rd Newsletter

30 July 2022

INTRODUCTION

This is the third newsletter of i-CONTENT project, in a series that is published to keep you updated about project's important news from the partners, results and further steps.

This newsletter will give information about the past months in the project (from January 2022 until July 2022). Despite the ongoing COVID-19 pandemic, partners managed to organize two hybrid meetings: one in Italy and the second in Cyprus. But more on that later in the newsletter.

The meetings certainly contributed positively to the project implementation. As in the previous period, the partners worked mainly from home, but to a lesser extent, as the applicable pandemic restrictions were lifted. However, this does not change the fact that the pandemic has taught us that working and learning online is now perceived differently and that there is a growing demand for it. Therefore, we try to learn from the pandemic experience and translate it into the positive aspects of our project: we will provide you with a one-of-a-kind course that allows you to translate traditional training step by step into online training. We invite you to familiarize yourself with the implementation status of the i-CONTENT project!



MEETING IN PADOVA

On January 18th and 19th, the partners of the i-CONTENT project had the opportunity to finally meet in Padova, Italy!

The host of the meeting was GRUPPO 4. Unfortunately, due to restrictions related to the COVID-19 pandemic, not all partners could participate in the meeting in person, which is why it was conducted as a hybrid meeting and some representatives of partner institutions took part in it online.

On the first day of the meeting, the leaders of individual intellectual outputs presented them to the other partners:

- IO2: i-CONTENT INTERACTIVITY: A Toolkit for the creation of interactive content (BEE Group),
- IO3: i-CONTENT Gamification: A Toolkit for the gamification of an online course (GRUPPO 4).

Later in the meeting, EDITC responsible for the intellectual output of IO4 (i-CONTENT Online Course) and IO5 (i-CONTENT Platform) presented a work plan for their implementation.

On the second day of the meeting, the project coordinator discussed the dissemination activities, financial issues, and monitoring and evaluation. If there are no disruptions related to the COVID-19 pandemic, it has been agreed that further meetings will be held in Cyprus, Great Britain, and Greece.



COMPLETION OF WORKING ON IO2 AND IO3 IN ENGLISH IO2

In the first half of 2022, partners finalized works under Intellectual Outputs 2 and 3 in English. Currently, work is underway to translate the results into the partners' languages: Italian, Greek, and Polish.

IO2: i – CONTENT INTERACTIVITY: A Toolkit for the creation of interactive content. This output is a toolkit for creating interactive and SCORM content for an LMS/CMS platform (Learning Management Systems/ Content Management Systems) using a set of open source software, free ware and low cost software.

IO2 Toolkit in English is ready for download from the website [HERE](#).

IO3: i-CONTENT Gamification: A Toolkit for the gamification of an online course. There are many gamification techniques which are supported by various plugins for LMS and CMS platforms. They are easy to use and understand making the learning process fun and motivating. The i-CONTENT GAMIFICATION toolkit includes:

- a) a selection of plugins for the purpose of gamifying online courses
- b) a set of comprehensive training guides on their usage
- c) links to download and
- d) examples or case studies how these plugins may be used in an LMS or CMS platform to achieve gamification.

IO3 Toolkit in English is ready for download from the website [HERE](#).

INTERIM REPORT ACCEPTED

Working on the Erasmus+ project is not only a great experience of international cooperation and intellectual work but also formalities. One of them is reports sent to the Erasmus+ National Agency, whose role in the case of i-CONTENT is played by a Polish institution - the Foundation for the Development of the Education System (FRSE). These reports contain information on the status of project implementation, management, finance, intellectual outputs, indicators, dissemination, etc.

In May 2022, we received information that the interim report was approved and assessed at a very high level. The agency emphasized that the partners care about the high quality of the results, are involved in the implementation of the project, and cooperate with each other perfectly. From the formal point of view, i-CONTENT has also been positively assessed - project management is carried out correctly and the monitoring and evaluation process is carried out systematically at all stages of the project implementation.

Such an assessment gives us confidence that everything we do is at the highest level and gives us the strength to continue!

MEETING IN NICOSIA

On May 16th and 17th, the partners managed to organize the next meeting. The host was EDITC, and as with the meeting in Italy, the meeting in Nicosia, Cyprus, took the form of a hybrid. It was intended to discuss the final form of IO2 and IO3 intellectual outcomes and align them with IO4 and IO5. The participants of the meeting also discussed the division of tasks under IO4 and IO5, discussed dissemination activities, financial issues, and the date of the next meeting in London was set. If nothing unexpected happens, we'll meet in London on September 6-7.

All agenda items were successfully implemented and the meeting ended with an overview of the work planned for the period May-September 2022.



WORKING ON IO4

In parallel to the translation of the IO2 and IO3, the partners are working on the next intellectual result - IO4: i-CONTENT Online Course. During the meeting in Cyprus, the partners divided the work related to its implementation and set deadlines for individual tasks. The fourth output is an interactive online course that aims to teach the course creators how to design content, how to make it interactive and how to introduce gamification in online asynchronous learning. This course will also serve as a demo where one can see the application of what is been described in the three preceding outputs.

The course will be available in all partner languages (Greek, Italian, Polish and English).

Visit the i-CONTENT project [website](#) and follow our [Facebook](#) page. Stay tuned!



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